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"geometric model" and annotation



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The "AND" operator is unnecessary -- we include all search terms by default. [details]

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Results 21 - 30 of about 476 for "geometric model" and annotation. (0.39 seconds)

Wang Yizhou's Research - Textured Motion

... sufficient and general (being alike & various) effective (ie low dimensional) Applications: motion segmentation, recognition, annotation, etc. ... Geometric model ... www.cs.ucla.edu/~wangyz/Research/wyzphdresearch.htm - 14k - Cached - Similar pages

[PDF] Microsoft PowerPoint - IFC 2x Edition 2 New Horizons

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... Resource Measure Resource Material Resource Geometry Resource Geometric Model Resource Profile ... layers, text, line style and weight, annotation and dimensioning ... www.iai-na.org/technical/ifc_2x horizons.pdf - Similar pages

[PDF] Annotating Real-World Objects Using Augmented Reality

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... For our experiments we interactively created a coarse **geometric model** of our plastic automobile engine model using AutoCAD. The **annotation** information is then ... www.cs.iupui.edu/~tuceryan/research/AR/ECRC-94-41.pdf - Similar pages

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... 注釈 注釈 • Text Text • Annotation Curves Annotation Curves • Symbols ... Dimensions

Dimensions 関連 関連 ••From Geometric Model to: From ... www.ecom.jp/ecit/tenji/bs2001/takeuchi.pdf - <u>Similar pages</u>

[PDF] Video Based Animation Techniques for Human Motion

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... Some facial animation systems texture map images onto the **geometric model**, or morph ... We will survey several visual tracking and **annotation** techniques that are ... www.debevec.org/IBMR99/70notes.pdf - <u>Similar pages</u>

Project List

... Investigate this issue using a **geometric model** with different levels of detail ... Automated 2D **Annotation** Given an arbitrary 2D illustration or model and a list of ... graphics.stanford.edu/courses/ cs448-98-spring/projects.html - 8k - <u>Cached</u> - <u>Similar pages</u>

[PDF] L Projects in VR

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... IEEE Computer Society 0272-1716/03/\$17.00 © 2003 IEEE 1 Functional **geometric model** with space ... 3 A Dig Safe technician applying an **annotation** to a road surface ... graphics.lcs.mit.edu/~seth/pubs/IEEECGApervasive.pdf - Similar pages

Finding of Wiederholl sungen based on Information-Reconstruction ...

... recognition can only be realised with the geometric shapes, because geometric annotation elements (eg the ... This procedure creates a complete 3D-geometric model. ... www-ai.cs.uni-magdeburg.de/~proksi/ ProKSI-97/grabowski/grabowski.html - 29k - Cached - Similar pages

Geography 751: Exercise # 3

Image Import, Rectification, and Annotation. Objectives. ... A menu should appear that

allows you to select the **Geometric Model**. Select Polynomial and click OK. ... www.cofc.edu/~scsgrant/people/cass/exercise3/e3.html - 25k - <u>Cached</u> - <u>Similar pages</u>

CEDRA AVsand 2003 worldwide, Y2K, performs sanitary storm and CEDRA-AVsand TM enables the engineer to create the spatial **geometric model** of a storm water ... Ability to customize the material codes and their **annotation** strings ... www.cedra.com/AVsand.html - 20k - Cached - Similar pages

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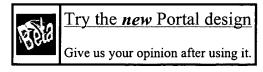
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1 Sche	Help/Tips								

Michael Karasick, Derek Lieber
Proceedings of the first ACM symposium on Solid modeling foundations and CAD/CAM applications May 1991

2 Interaction techniques for constrained Ddsplays: Halo: a technique for 77% visualizing off-screen objects
Patrick Baudisch, Ruth Rosenholtz

Proceedings of the conference on Human factors in computing systems April 2003
As users pan and zoom, display content can disappear into off-screen space,
particularly on small-screen devices. The clipping of locations, such as relevant places
on a map, can make spatial cognition tasks harder. Halo is a visualization technique
that supports spatial cognition by showing users the location of off-screen objects. Halo
accomplishes this by surrounding off-screen objects with rings that are just large
enough to reach into the border region of the display window. From the portio ...

Interactive skeleton-driven dynamic deformations

Steve Capell , Seth Green , Brian Curless , Tom Duchamp , Zoran Popović

ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002

Volume 21 Issue 3

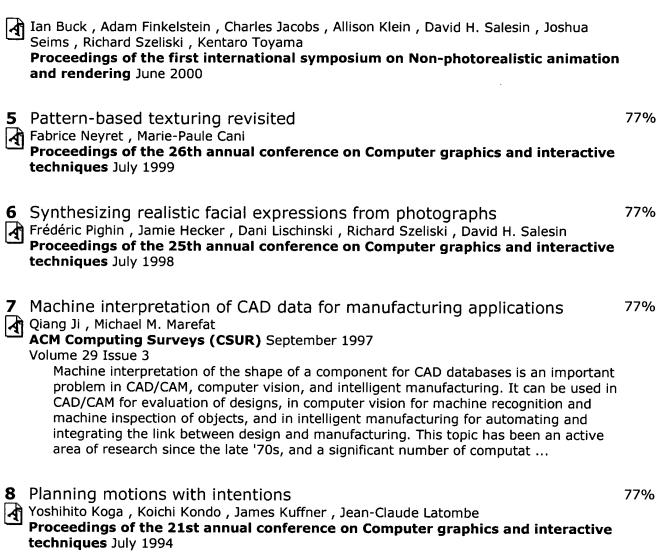
This paper presents a framework for the skeleton-driven animation of elastically deformable characters. A character is embedded in a coarse volumetric control lattice, which provides the structure needed to apply the finite element method. To incorporate skeletal controls, we introduce line constraints along the bones of simple skeletons. The bones are made to coincide with edges of the control lattice, which enables us to apply the constraints efficiently using algebraic methods. To accelerate ...

4 Performance-driven hand-drawn animation

77%

77%

80%



We apply manipulation planning to computer animation. A new path planner is presented that automatically computes the collision-free trajectories for several cooperating arms to manipulate a movable object between two configurations. This implemented planner is capable of dealing with complicated tasks where regrasping is involved. In addition, we present a new inverse kinematics algorithm for the human

9 Production ready feature recognition based automatic group technology 77% 4) part coding

arms. This algorithm is utilized by the planner for the generation of realistic< ...

Arlo L. Ames

Proceedings of the first ACM symposium on Solid modeling foundations and CAD/CAM applications May 1991

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